**Class** : User defined blue print from which Objects are creaeted.

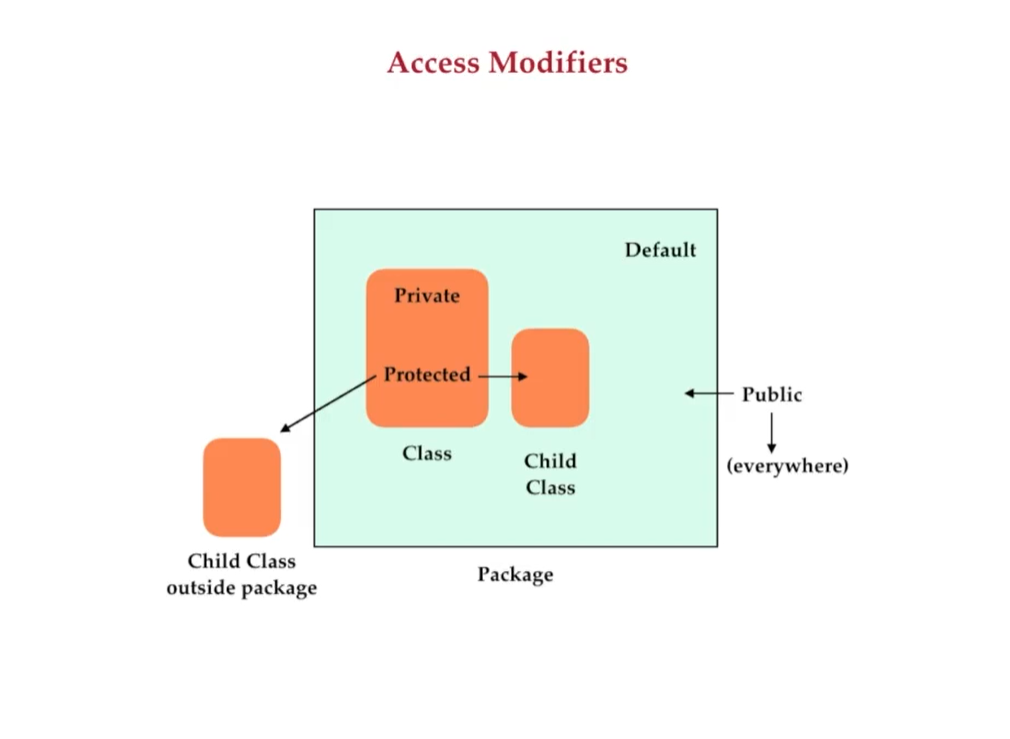
Class Dog -> Object Bichu (type:JRT)

**Variables :**

* **Instance Variables** Variables defined in Class
* **Local Variables** Variables defined in functions
* **Static Variables** Variables defined as static are shared between instances.

**Access Modifiers :**

* **Public –** Can be accessed from everywhere
* **Private –** Can be accessed within the class
* **Protected –** Same packaged and within subclasses
* **Defaiult –** Can be only accessed within the package



**Abstract**

* Used to hide background details of the features.
* Can contain full functions that can be shared between all the subclasses. Though subclasses may chose to ovveride them.
* Cannot be instantiated

**Interfaces**

* Blueprint of a class.
* Can only have method declaration.
* Can have method bodies, through default, private and static declaration of methods.

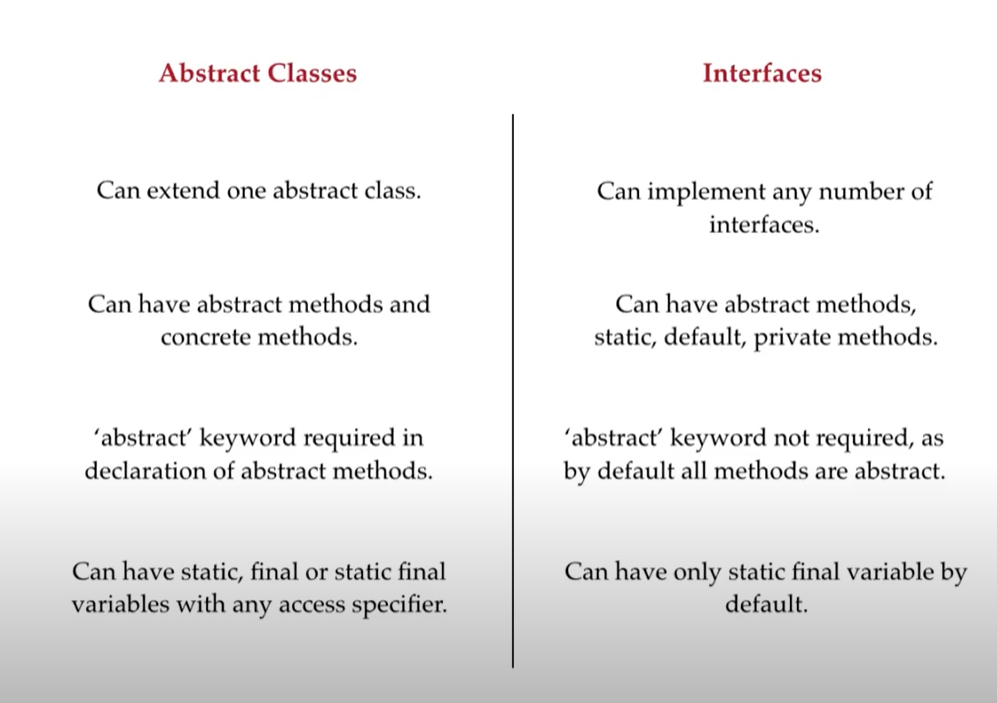
**Final**

* Used to finalize the implementations of class,variables and methods. These items cannot be inherited , changed or overriden.

**Static**

* Used to allocate a memory for variables or methods. These things can be accessed without the need for instances.
* Static variables declared are shared in all the instances.
* Static variables are assigned to memory during class loading.

**Data Hiding –** is the process of hiding internal object details, i.e. data members.

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